

# Silly Simon

*Simon says,  
“Reach high!”*



Play a follow-the-leader game with the rule *Always do what you hear, not what you see.*

This gives your child practice focusing on verbal directions while not being distracted by other information.



## Why this is important

Giving conflicting verbal and visual messages gives your child practice in paying attention to the correct direction. The messages we receive are seldom perfectly clear. Sounds or actions often intrude to take attention away from what is most important. Children in school will need to be able to attend to the message from the teacher while other children are talking or other interesting things are happening around them.

## What you do

- Invite your child to join you in a new version of the game “Simon Says.”
- Explain the new rule: *Always do what you hear, not what you see.* Tell him that sometimes you will say and do the same thing, but at other times you will say one thing and do another. Start slowly and pick up speed as the game progresses
- Make your actions match the words until the third or fourth direction. As you say *Simon says stand on tip-toe*, bend over instead.
- Continue to play, giving directions that contain all the action and space words your child knows: *touch your nose, jump up and down, spin around*, etc.
- Compliment him on his good listening skills when he catches you doing the wrong motion.

## Another idea

Encourage your child to be the leader and share the game with friends.

### Let's read together!

*Ruby the Copycat*  
by Peggy Rathman